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Relevance scale ☐ ☐ ☐ ☐ ☐**1 Integrating register allocation and instruction scheduling for RISCs**

David G. Bradlee, Susan J. Eggers, Robert R. Henry

 April 1991 **Proceedings of the fourth international conference on Architectural support
for programming languages and operating systems**, Volume 19 , 25 , 26 Issue 2 ,
Special Issue , 4
Full text available: [pdf\(1.11 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**2 An experimental study of several cooperative register allocation and instruction
scheduling strategies**

Cindy Norris, Lori L. Pollock

 December 1995 **Proceedings of the 28th annual international symposium on
Microarchitecture**
Full text available: [pdf\(1.17 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



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Relevance scale ☐ ☐ ☐ ☐ ☐**1 Avoidance and suppression of compensation code in a trace scheduling compiler**

Stefan M. Freudenberger, Thomas R. Gross, P. Geoffrey Lowney

July 1994 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 16 Issue 4Full text available: [pdf\(3.58 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Trace scheduling is an optimization technique that selects a sequence of basic blocks as a trace and schedules the operations from the trace together. If an operation is moved across basic block boundaries, one or more compensation copies may be required in the off-trace code. This article discusses the generation of compensation code in a trace scheduling compiler and presents techniques for limiting the amount of compensation code: avoidance (restricting code motion so that no compensatio ...

Keywords: SPEC89, instruction-level parallelism, performance evaluation, trace scheduling